

Doomsday Engine - Bug #410

Various bugs with linux jHeretic

2007-02-09 04:04 - stevenaas

Status: Closed	Start date: 2007-02-09
Priority: Normal	% Done: 100%
Assignee:	
Category:	
Target version: 1.9.0-beta4	

Description

A few bugs with jHeretic 1.9.0-beta4

(I got the latest source today for double checking, but no mention of these bugs has been made in the changelogs AFAICS)

Can't load a game without starting a new one first - game crashes (see typescript).

Several heretic triggers don't work (kill boss heads on e1m8 and no access any further is triggered)

The aspiril boss disappears after first knock down and can't be found/killed.

Labels: jHeretic Gameplay

History

#1 - 2007-02-09 04:04 - stevenaas

output for crash when loading game without starting a new game first

Attachments:

- http://sourceforge.net/p/deng/bugs/discuss/thread/e547d2d5/41e8/attachment/heretic_bug.txt

#2 - 2007-02-09 13:29 - danij

Logged In: YES

user_id=849456

Originator: NO

All of these bugs have already been fixed in Doomsday 1.9.0-beta5.

#3 - 2007-02-18 01:56 - stevenaas

Logged In: YES

user_id=1043388

Originator: YES

Sorry about that.

Thanks for the game. [IMHO] It's better than Darkplaces.

Heretic is a pretty average game which I've never even played - but Doomsday tips the scale - and I'm getting through it.

Data point for beta5 - jDoom: Dystopia 3 (great mod) map07,08,11 won't load.